processor 260 drives display 250 to display opaque cube surface image 280 on display 250.
Background 290 is obscured by the opaque image 280.

Please amend the paragraph beginning on page 5, line 19, as follows:

Computer program 330 is executed from computer-readable media 320 by processor 310.
The program 330 modulates the transparency of an image as a function of an angle of incidence
of a vector normal to a viewing surface at a surface of an object. For example, cube 350 is
oriented with edge 360, which is an edge of cube face 385, parallel to viewing surface 120.
Viewing surface normal vector 370 creates an angle of incidence 380 with cube face 385. Angle
of incidence 380 is forty-five degrees, and assuming a cosine modulating function, the image of
cube face 385 is displayed as a partially transparent cube face 390 on display 340, since the
cosine of forty-five degrees is .707.

IN THE CLAIMS

Please substitute the claim set in the appendix entitled Clean Version of Pending Claims
for the previously pending claim set. The substitute claim set is intended to reflect the
amendment of previously pending claim 21. The amendment to this claim has been made to
correct a grammatical error, and not for any reason related to patentability. The specific
amendments to individual claims are detailed in the following marked up set of claims.

21.   (Once Amended) A method comprising:

        identifying a vector normal to a viewing surface and incident at an object having [a] an
object surface, the vector creating an angle of incidence at the object surface; and

        modulating the transparency of an image of the object as a function of the angle of
incidence of the vector at the object surface.